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| Code Review Report |
| Project Summary |
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| Report Date | Project Name | Student Name / Number | Code Reviewer |
| 24/10/2023 | CT5108\_Assingment\_1 | Alec Robinson s4203312 | *Toby King* |

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| Project Summary |
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| **Create a main menu for a multiplayer game. Complete with animations and sound effects**  **Replicate Objects and use a variety of techniques to reduce latency and improve the efficiency of the networking.** |

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| Unit Testing |
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| Test Summary | Test Steps | Expected Result | Actual Result | notes |
| **Creating a Lobby** | **Press create button on main menu** | **Player joins empty lobby** | **Works** |  |
| **Joining an Existing Lobby** | **Press join button on main menu** | **Player joins an open lobby with another player** | **Almost works** | **Text box appears too early and say there is no lobby when there is and game loads promptly after.** |
| **Joining a Lobby when none are available** | **Press join button on main menu** | **Player is shown a text box with an error message in** | **Works** |  |
| **Changing audio settings** | **Press options menu button on main menu**  **Then press audio button and change the audio sliders.** | **Player can get to audio selection and change the music and SFX volumes.** | **Works** |  |
| **Changing graphical settings** | **Press options menu button on main menu**  **Then press graphics button and change the resolution and Fullscreen modes.** | **Player can get to the graphical selection and can change the resolution and Fullscreen options.** | **Works** |  |
| **Accessing the shop** | **Press shop button on main menu** | **Player can open the shop** | **Works** |  |
| **Saving the coins and purchased items** | **Press shop button on main menu**  **Buy an item from the shop and leave**  **Go back to shop and see if item is sold and coins have decreased** | **Player can buy something in the shop and leave. When they return the item is sold and they have less coins.** | **Works** |  |
| **Quitting the game** | **Press quit button on main menu** | **Player can quit the game** | **Works** |  |
| **2 player replications of objects** | **When in a game with two players walk into a box and see if it is replicated on both screens** | **Players can interact with blue boxes to show replication across screens** | **Works** |  |
| **Opening pause menu** | **When in game press p and see if pause menu appears and check if setting work** | **Players can press p and open the pause menu individually** | **Almost works** | **Slightly off when host player opens there menu the second player is also paused.** |

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| BUG Tracking LOG |
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| Bug Details | STEPS TO Reproduce | DATE Found | Date Resolved |
| **Two Players Won’t Connect Via LAN** | **Create Lobby with one computer.**  **Try Join with another computer.** | **24/10/2023** | **25/10/2023** |
| **Graphics are bugged when Fullscreen mode is active** | **Select Fullscreen mode.**  **Try to change the resolution.** | **22/10/2023** | **27/10/2023** |
| **Loading animation won’t run after join game has been selected** | **Press join lobby and watch the animation.** | **25/10/2023** |  |

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| Conclusions/Areas for further expansion |
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| ***Very good test result with only a few issues that were raised.***  ***Game could be expanded by introducing a two-player fairytale game after the main menu. This would be a good further project to implement as I could keep with the art style and general feel of the menu when introducing the game.*** |

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| Project Checklist – (For Code Reviewer to fill in) |
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| task | notes |
| *What is the code supposed to do, and does it accomplish it? (Is the code easy to understand?)* | **Clear and easy to follow with lots of commented sections** |
| *Can this solution be simplified? (How?)* | **The shop section could perhaps be simplified be making a function which takes the item bought as a input to reduce repeated nodes** |
| *Can this solution be improved in terms of maintainability, readability, or performance?* | **Perhaps by adding more functions where code repeats or by extrapolating sections into their own blueprints e.g. widgets** |
| *Is the code modular enough? How reusable is it?* | **Code is not particularly modular** |
| *Are there any best practices or design patterns that could improve this code?* | **no** |
| *Does this code adhere to Object-Oriented Principles, like the Single Responsibility Principle?* | **no** |
| *Can you think of any use case in which the code does not behave as intended?* | **Animations don’t run properly** |
| *Are debug-logs user friendly?* | **No debug logs** |
| *Does the code contain user friendly comments or documentation? (Is it up to date?)* | **Mostly covered by commented sections** |
| *Does the code make use of user data in a way that might raise privacy concerns?* | **no** |
| *Is the code ethical? Does it exploit behavioral patterns, introduce bias, or have the potential to cause harm?* | **ethical** |
| *Is the code testable? If so, what automated tests have been added?* | **Could not see automated tests but code is testable** |
| *Are there portions of code that aren’t covered in testing?* | **Most covered** |
| *Were any parts of the code confusing or difficult to understand?* | **no** |
| *Any final comments or feedback:* |  |
| *Signature/Date:* | **Toby King 31/10/2023** |